

CAMP PHILIPPINE

1978

BLUE VS WHITE

PROGRAM

Ron Lavine
Program Director

WANTED TEAM

SUPER SCOUTS

Kenny Marx
David Euer
David Barr
David Kaplan
Richard Novak
Neil Ornoff

LARRY KEEN

MIKE CHAVIN

SCOUTS

Andy Danz
Jordan Grossman
Keith Ross
Jim Rosenwasser
Greg Berke
Tony Gordon
Mitch Rosen
Jon Yellen
Larry Rubin
Brad Polan

HUNTERS

David Holland
Mike Bernstein
Marc Block
Earl Goldman
David Cherry
Greg Tucker
Perry Good
Seth Janger
Steve Marx

CHIEFS

Bill Engerman
Aric Simons
Mike Denenberg
Hal Garfinkel
Danny Ash
Mark Kitzis
Vic Shyman
Mickey Foreman
Larry Wotman

BUCKS

David Lewis
Barry Margolin
Steve Morgan
Ben Gordon
Karamath Khan
Jon Schulman
Greg Miller
Steve Prebish
Jeff Bornstein
Aron Feinberg
John Rubiner

TRAPPERS

Mike Hollobow
Mitch Whitefield
Ira Fishman
Scott Margolin
Steve Goldish
Doug Weinberg
Rick Jolcover
Scott Malin
Dan Kitsos
Mike Resnick

WARRIORS

David Wax
Larry Gordon
Mike Berke
David Gassel
Ken Saunders
Alan Lieb
Ricky Weinberger
Sam Rosenwasser
David Goldstein
Mark Abrams

MEDICINE MEN

Joel Fink
Marc Rothman
Ricky Roskin
Darrell Pollack
Rick Sargis
Rob Schneider
Pete Snyder
Jeff Manelis
Scott Tarnoff
Alan Grossman

BRAVES

Ross Weisman
Bill Speigel
Darryl Marcus
Steve Rissman
Mark Reisman
Andy Maybrook
Aram Adler
Mitch Kreger
Steve Lasin
Jerry Turner

SACHEMS

Larry Keen
Mike Chavin
Ted Bilek
Steve Shyman
Ron Zilafro
Bob Marks
Vince Depinto
Adam Wojtowich
Joe DeMicco

BLUE TEAM

SUPER SCOUTS

Paul Ross
Scot Bortz
Jeff Kaplan
Kenny Lapins
Marc Leader
Richard Garfinkle

WES JUNG

CRAIG CLOTIAUX

SCOUTS

Jim Sawyer
Dann Sharlach
Robbie Ball
Mike Sheck
Gary Lipkin
Mario Rawson
Steve Lowenthal
Ira Grossman
Greg Braun
Kurt Heyman

HUNTERS

Charlie Cole
Jeff Lowenthal
Fred Kalmin
Larry Goldwater
Mark Ruby
Richard Sklare
Scott Gould
Andy Verb
Todd Laff

CHIEFS

Gary Ornoff
Andy Hurvitz
Mark Fishbein
Robert DuBoe
Doug Phillips
Jon Juron
Charlie Lissner
Phil Goldberg
Steve Katz
Charles Vanover

BUCKS

Marc Richman
Ken Glassman
Mike Savin
Brad Glass
Jeff Rissman
Elliott Robbins
Mitch Tyson
Andy Dorfman
Kevin Ross
Mark Kreger

TRAPPERS

Charles Schwartz
Gary Rosengarten
Gary Denenberg
Barry Isaacson
Alan D. Singer
Alan Weiss
Aaron Izenstark
Steve Grindel
Allen Kirsh
Larry Miller

WARRIORS

Scott Hernreich
Jon Reder
Glen Spear
Chris Clotiaux
Bryan Friedman
Mark Weber
Phil Haag
Scott Weinstein
Neil Reisman
Ralph Saunders

MEDICINE MEN

Richard Goldwasser
Bruce Weinstein
Phil Seiden
Mike Mandell
Jeff Eisenberg
Rob Rotman
Joel Kaplan
Scott Nathan
Richard Berg
Robert Sheck

BRAVES

Scott Goldstein
Peter Vogel
Greg Waxman
Ross Lipman
Gary Richman
Steve Jaffe
Mark Bernstein
Mike Roskin
Rob Garfinkle
Mike Gertz

SACHEMS

Wes Jung
Craig Clotiaux
John Benner
Rick Whiffin
Alan Wax
Bob Echales
Jim Raffel
Jim Litscher
Larry Levin

1976 Blue and White War
Program Guide

Sat Eve

Declaration of War
Team Meetings for line-ups
Informal Cheering
Organizational Meetings

Sun Morn

9:30

CHIEFS

Golf 2-3
Tennis 4
Seat Drop War 3

SCOUTS

Flickerball Toss (All)

MED MEN

Basketball 3
Golf 4
Basketball Skills 3

HUNTERS

Riflery 3
Billiards 2
Table Tennis 2
Rugby Conversions 2

BRAVES

Riflery 4
Penalty Shots 6

BUCKS

Tetherball 2
Horseshoes 2-3
Obstacle Course 4
Badminton 2

TRAPPERS

Tennis 4
Punt Pass Kick 2
Archery 4

10:00

WARRIORS

Basketball 3
Golf 4
Basketball Skills 3

SACHEMS

Tennis 4
Table Tennis 2
Conversions 2

HUNTERS

Archery 4
Flickerball Toss 5

SCOUTS

Tetherball 2
Seat Drop War 2
Badminton 2
Obstacle Course 4

BUCKS

Riflery 5-6
Punt Pass Kick 2
Conversions 3

TRAPPERS

Horseshoes 2
Golf 4
Penalty Shots 4

10:30

TRAPPERS

Basketball 3
Conversions 2
Obstacle Course 2
Tri-Skills 3

CHIEFS

Tetherball 2
Horseshoes 2
Badminton 2
Punt Pass Kick 2
Long Jump 1-2

BRAVES

Tennis 4
Billiards 2
Table Tennis 1
Conversions 3

WARRIORS

Archery 4
Flickerball Toss 4
Seat Drop War 2

SACHEMS

Basketball 3
Golf 3
Long Jump 2

MED MEN
Riflery 6
Penalty Shots 4

11:00 CHIEFS
Riflery 4-5
Penalty Shots 2
Basketball 3

SCOUTS
Line Soccer (All)

MED MEN
Tetherball 2
Horseshoes 2
Badminton 2
Tennis 4

HUNTERS
Golf 4
Basketball Skills 2
Punt Pass Kick 2
Seat Drop War 1

BRAVES
Archery 4
Flickerball Toss 6

BUCKS
Tennis 3
Billiards 2-3
Table Tennis 2
Tri-Skills 3

11:30 WARRIORS
Riflery 3
Penalty Shots 4
Punt Pass Kick 3

SACHEMS
Archery 4
Flickerball Toss 4

SCOUTS
Billiards 4
Conversions 3
Tri-Skills 3

BUCKS
Basketball 3
Golf 4
Basketball Skills 3-4

HUNTERS
Tennis 4
Tetherball 1
Horseshoes 2
Badminton 2

TRAPPERS
Table Tennis 2
Riflery 3
Flickerball Toss 5

12:00

BRAVES
Basketball 3
Golf 4
Basketball Skills 3

MED MEN
Flickerball Toss 7
Tri-Skills 3

WARRIORS
Tetherball 2
Horseshoes 2
Tennis 4
Badminton 2

SACHEMS
Riflery 4
Penalty Shots 4

CHIEFS
Billiards 2
Table Tennis 2
Conversions 1-2
Archery 4

Super Scouts
Sunday morning events
include the Obstacle
Course, playak relays,
special relays.

Sunday afternoon events
will include the Craft
Shop during the softball
games.

Consult Sunday morning
Scheduling Guide.

SUNDAY MORNING SCHEDULING GUIDE

Tennis

Chiefs (4) - two doubles teams
 Trappers (4) - two doubles teams
 Sachems (4) - one doubles team and two singles
 Braves (4) - one doubles team and two singles
 Med Men (4) - two doubles teams
 Bucks (3) - one doubles team and one singles
 Hunters (4) - one doubles and two singles
 Warriors (4) - one doubles and two singles

Rugby Conversions

Scouts, Bucks and Med Men will be allowed to drop kick. All others must kick from the ground.

Sun Aft

WATER FRONT COMPETITION

	S	B	M	H	T	B	C	W	S
Survival Swim	0	1	1	1	1	1	1	1	1
Freestyle	1	1	1	1	1	1	1	1	1
Breaststroke	1	1	1	1	1	1	1	1	1
Backstroke	1	1	1	1	1	1	1	1	1
Medley Relay	3	3	3	3	3	3	3	3	3
Ball Retrieve	3	4	4	4	4	4	4	4	4
Canoe Obstacle	0	3	3	3	3	3	3	3	3
Boating	0	0	2	2	2	2	2	2	2
Canoeing	3	3	3	3	3	3	3	3	3
Playaks	All	All	All	All	All	All	All	All	All

Scheduling Instructions: Only four boys are to be entered in the swimming section (Scouts three). The four boys each enter an individual event, they all participate in the ball retrieve and three of them combine to form the medley team. All other boys in the division are entered in the boating section, with duplication only in the playak relay.

2:30 WATERFRONT COMPETITION: Scouts, Hunters, Chiefs, and Sachems.

SOFTBALL:

Bucks	Golf Shack	Ken Robbins
Med Men	Soccer Field	Christ Christensen
Trappers	Near Diamond	George Lamm
Braves	Golf Field	Ray Krysh
Warriors	Far Diamond	Ron Lavine

3:30 WATERFRONT COMPETITION: Bucks, Med Men, Trappers, Braves, and Warriors.

SOFTBALL:

Scouts	Golf Shack	Ken Robbins
Hunters	Soccer Field	George Lamm
Chiefs	Golf Field	Ray Krysh
Sachems	Near Diamond	Ron Lavine

Following staff are assigned to waterfront competition: Warren Metzdorff, Dick Garb, Rick Passman, Kal Larson, Tim Volkman, and Christ Christensen (3:30).

Sun Eve 7:15 QUIZ NIGHT COMPETITION: See page attached for quiz night scheduling instructions.

INFORMAL CHEERING

9:30 STAFF MEETING

Mon Morn

MORNING COMPETITION GAMES

SOFTBALL

9:30	HUNTERS BRAVES MED MEN	Near Diamond Far Diamond Golf Field	George Lamm Ray Krysh Ken Robbins
10:30	CHIEFS SCOUTS WARRIORS	Golf Field Near Diamond Far Diamond	George Lamm Ken Robbins Ron Lavine
11:30	SACHEMS BUCKS TRAPPERS	Near Diamond Golf Shack Golf Field	Ron + Dick George Lamm Ken Robbins

RUGBY

9:30	SCOUTS CHIEFS	White Field Red Field	Dick Garb Ron Lavine
10:00	WARRIORS BUCKS	White Field Red Field	Ron Lavine Dick Garb
10:30	BRAVES TRAPPERS	Red Field White Field	Dick Garb Ray Krysh
11:00	MED MEN HUNTERS	White Field Red Field	Dick Garb Ray Krysh

Mon Aft

WAUPACA RELAYS

		S	B	M	H	T	B	C	W	S
2:30	High Jump	2	3	3	3	3	3	3	3	3
	Long Jump	4	4	4	3	4	4	3	4	3
	50 Yard Dash	4	3-4	3	3	3	3	3-4	3	3
3:10	600 Yard Run	2	2	2	2	2	2	3	2	3
	220 Yard Dash	4	4	4	3	4	4	3	4	3
	Ball Throw	4	4-5	4	4	4	4	3-4	4	3

All boys compete in one event at 2:30 and then go immediately to their 3:10 event.

SUPER SCOUTS: Morning events include Jr. Basketball, Bump Ball and Rec Hall competition. Afternoon program to be planned.

4:00 Practice for Fight Song Competition

Mon Eve

7:00 WRESTLING: One wrestler from each team in each of the following weight divisions. Under 60, 61-68, 69-76, 77-84, 85-92, 93-100, 101-108, 109-116, 117-124, 125-132. Ten wrestlers in all. No Sachems.

8:30 FIGHT SONG COMPETITION

Tues Morn

MORNING COMPETITION GAMES

VOLLEYBALL

9:30	SACHEMS	Volleyball Court One Hour Game	Ron + Ken
10:30	WARRIORS	Volleyball Court	Ken Robbins
11:00	CHIEFS	Volleyball Court	Ken Robbins
11:30	BRAVES	Volleyball Court	Ken Robbins
12:00	TRAPPERS	Volleyball Court	Ken Robbins

SOCCER

9:30	BRAVES	Red Field	Dick Garb
10:00	HUNTERS	Red Field	Dick Garb
10:30	SCOUTS TRAPPERS	Red Field White Field	Bruce + Steve Dick Garb
11:30	BUCKS MED MEN	White Field Red Field	George Lamm Dick Garb

12:00	CHIEFS	Red Field	Dick Garb
	<u>JR BASKETBALL</u>		
9:30	MED MEN	Tennis Courts	George Lamm
	<u>BASKETBALL</u>		
9:30	TRAPPERS	Basketball Court	Ray Krysh
10:00	CHIEFS	Basketball Court	Ray Krysh
10:30	BRAVES	Basketball Court	Ray Krysh
11:00	HUNTERS	Basketball Court	Ray Krysh
11:30	WARRIORS	Basketball Court One Hour Game	Ray + Ron
	<u>HOCKEY</u>		
9:30	SCOUTS	Tennis Courts	STAFF
10:00	BUCKS	Tennis Courts	George Lamm
10:30	MED MEN	Tennis Courts	George Lamm
12:00	HUNTERS	Tennis Courts	George Lamm
	<u>SOFTBALL</u>		
10:30	SACHEMS	Near Diamond One Hour Game	Ron Lavine

SUPERSCOUTS: Will play soccer with the Scouts and that will be followed by Rec Hall competition. In the afternoon they will play hockey at the basketball court.

Tues Aft

AFTERNOON COMPETITION GAMES

2:30	SCOUTS + BUCKS	Combination Bombardment	Tim Volkman George Lamm
	MED MEN + HUNTERS	Combination Bombardment	Ray Krysh Warren Metzdorff
	BRAVES + TRAPPERS + CHIEFS	Combination Rugby + Double Softball	Dick Garb Mike Lurie Ken Robbins
	WARRIORS + SACHEMS	Combination Volleyball	Ron Lavine Kal Larson

4:00 Comedy Song Practice

Tues Eve

7:00 TUG O' WAR + PURSUIT RELAY

8:30 COMEDY SONG COMPETITION

Wed Morn

MORNING COMPETITION GAMES

NEWCOMBE

9:30 SCOUTS Volleyball Court Mike Euer

11:00 BUCKS Volleyball Court Ray Krysh

BOMBARDMENT

9:30 BUCKS Tennis Courts Mike Lurie

10:00 MED MEN Tennis Courts Mike Euer
CHIEFS Tennis Courts Mike Lurie

10:30 SCOUTS Tennis Courts Mike Lurie

11:00 BRAVES Tennis Courts Mike Lurie

11:30 WARRIORS Tennis Courts Mike Lurie

12:00 HUNTERS Tennis Courts Mike Lurie
TRAPPERS Tennis Courts Mike Euer

RUGBY

10:30 WARRIORS Red Field Ron Lavine

BASKETBALL

9:30 SACHEMS Basketball Court Ray Krysh
One Hour Game Ron Lavine

FLICKERBALL

9:30 WARRIORS FB Field Dick Garb

10:00 TRAPPERS FB Field Dick Garb

10:30 BRAVES FB Field Dick Garb

11:00 HUNTERS FB Field Dick Garb

11:30 MED MEN FB Field Dick Garb

12:00 CHIEFS FB Field Ray Krysh

SOFTBALL

9:30	HUNTERS BRAVES	Far Diamond Near Diamond	Ken Robbins George Lamm
10:30	MED MEN CHIEFS TRAPPERS	Far Diamond Golf Field Near Diamond	Ken Robbins George Lamm Ray Krysh
11:30	SACHEMS SCOUTS BUCKS	Near Diamond Golf Field Golf Shack	Ron Lavine Ken Robbins George Lamm

SUPER SCOUTS: Morning competition includes archery and Tri-Skill relays.

Wed Aft

AFTERNOON COMPETITION SCHEDULE

2:30	SCOUTS + SUPER SCOUTS	Wrestling + Cover the Spot	Steve Simpson Ray Krysh
	BUCKS	Bailing!	Ron Lavine
	MED MEN	Basketball Skills	George Lamm
	HUNTERS	Archery Meet	Mike Lurie
	TRAPPERS	Tennis + Golf	Ken Robbins
	BRAVES	Riflery Meet	Bruce Frost
	CHIEFS + WARRIORS	Giant Canoe Switch	Dick Garb

3:30 RELAY PRACTICE
TEAM PRESENTATION PRACTICE
FREE PERIOD ON LAND AND OPEN WATERFRONT

Wed Eve 7:00 PLAY PRACTICE + RELAY PRACTICE

8:00 TEAM PRESENTATIONS
INFORMAL CHEERING

Thurs Morn THURSDAY MORNING ACTIVITIES

9:30 Pack for home

10:30 Relay Practice

2:15 SUPER-DUPER RELAY

QUIZ NIGHT 1976

Each division from Scouts to Warriors is to be divided into two equal parts. Each part will compete separately in questions and puzzles according to the following schedule. Super Scouts will have their own separate division. Sachems should select one group of seven.

SCOUTS & BUCKS

Television
Movies
Animals
Celebraties
People Places
and Things
Famous Americans
States & Shapes
Riddles

MED MEN & HUNTERS

Sports Stars
Broadcasters
Television
Musicians
Comics
States

TRAPPERS & BRAVES

Who are They?
Comedians
World Leaders
National Leaders
Sports Stars
Television
Famous Americans
Entertainers
Musicians
Comics

CHIEFS & WARRIORS

Comics
Celebraties
World History
Entertainers
Biblical Characters
Sports Stars
Tennis Players

SACHEMS

Political Characatures
Academy award Actors
Marlon Brando Movies
Writers & Composers
Gangsters
Entertainers
Whatever Happened To?
TV Nostalgia
Celebraties
Movies and More Movies
Comics
The US Senate
Watergate
People Out of the Past
Sports Stars of Yesteryear
Potpourri
Contemporary Criminals

All participants should be careful to give the proper care needed to maintain all quiz night materials. These materials are meant to last through the years. It is also very necessary that a high level of cooperation be maintained during the program to insure fairness and accuracy.

BLUE & WHITE WAR - SUPER DUPER RELAY

1.976

(SACHEMS)

6 Sachems The relay begins as six Sachems from each team participate in an Iowa basketball full court game. When the first basket for each team is scored, their runner is permitted to leave.

(SCOUTS)

- 1.....At the Near Diamond Backstop, run around the bases 3 times touch the backstop...pass to #2
- 2.....Run from the Near Diamond Backstop to the Far Diamond Backstop and touch it...pass to #3
- 3 & 4.....Play catch with a 12" softball 30 times from a distance of 30 feet...catches need not be made consecutively...pass to #5
- 5.....THE ERV KASIAN UNITED STATES MOST POWER EQUIPPED CRAFT SHOP EVENT: Run to the bench behind the craft shop and drive 5 nails into a board...pass to #6
- 6.....Run from the craft shop to the basketball court and dribble around the outside go-kart track 2 full times...make 4 baskets at each end of the court...pass to #7
- 7.....Run from the basketball court to the flickerball field by running around the archery range (do not cut through the rifle path)...pass to #8
- 8.....Score 20 points from the shooting line at the flickerball goal...#9 retrieves each shot..pass to #9
- 9.....Run from the flickerball field to the lakeside of the Rec Hall...pass to #10 inside of the Rec Hall porch
- 10 & 11.....Volley a table tennis ball 15 times in a row...pass to #12
- 12 & 13.....#12 runs twice around the outside of the entire Rec Hall and then passes to #13 who does the same...pass to #14
- 14 - 16.....Run from the Rec Hall porch to the porch of the Infirmary #14 - #16 participate in the bottle pick-up relay...#16 runs to the waterfront...pass to #17
- 17 & 18.....Playak Relay...first #17 paddles and then #18...around the buoy and back to shore...pass to #19
- 19.....Run to the row of trees just west of the 1st hole of the golf course...pass to #20
- 20.....Land a frisbee inside a circular field target...pass to #21
- 21.....Run to the Field Shack...pass to #22

(DUCKS)

- 22 & 23.....#22 throws a 12" softball into a trash barrel from a distance of 20 feet 3 times...throws need not be consecutive
#23 retrieves each throw...pass to #24
- 24.....Run backwards from the field shack to the top of the waterfront stairs...pass to #25
- 25.....Run from the top of the waterfront stairs to the east side of the tennis courts...pass to #26
- 26 & 27.....Pass and catch a football 4 times in succession from a distance of 20 yards...pass to #28 who runs to the badminton court
- 28 & 29.....Volley a shuttlecock 6 times in succession from behind a line drawn 5 feet from the net on each side...pass to #30
- 30.....Run from the badminton court around the perimeter of the golf course down past the archery range and proceed to the chin-up bar next to the Rec Hall (apx. 750 yds.) ... pass to #31.
- 31.....Do 2 chin-ups or pull-ups and run to the basketball court...pass to #32
- 32.....Make 15 baskets with the ball hitting the backboard on each shot...pass to #33
- 33.....Run from the basketball court to the archery range... pass to #34
- 34.....Make 5 arrows stick in a target...pass to #35
- 35.....Run from the archery range to the beach...pass to #36
- 36.....Paddle a playak around a bouy and back to shore...pass to #37
- 37.....Run from the waterfront to the office...pass to #38

(MEDICINE MEN)

- 38.....Jump rope 20 times without missing...pass to #39
- 39.....From the office, hop on foot to the front of the Rec Hall (changing feet on the referee's whistle)...pass to #40
- 40.....Paddle upwards a ping pong ball 100 times...pass to #41
- 41.....Run from the Rec Hall to the golf shed...pass to #42
- 42 & 43.....#42 & #43 must successfully hit one of the overhead telephone wires with a tennis ball and catch the ball before it hits the ground. Either boy may throw, but his partner must make the catch (Two hits and catches or a total of 3 hits)...pass to #44

- 44.....Run from the golf shed to the craft shop and touch it...
continue running to the Rec Hall (lakeside)...pass to #45
- 45.....A billiards table will be set up with 9 balls...run the
table clean taking no more than 36 shots...run to the ten-
nis board on the east side of the courts...pass to #46
- 46.....Hit a tennis ball off the board 10 consecutive times from
a line drawn 10 feet from the board...pass to #47
- 47.....Run from the tennis board to the side of the Infirmary
pass to #48
- 48 & 49.....DENNIS SULLIVAN MEMORIAL SUPER-ARM BALANCING BALL TOSS:
throw and catch a 12" softball 15 consecutive times while
remaining balanced on a narrow orange bench at a distance
of 50 feet (15 consecutive catches or a total of 30)...
pass to #50
- 50.....Run from the side of the Infirmary to the Far Diamond
backstop...pass to #51
- (HUNTERS)
- 51 & 52.....Pitch and catch 10 strikes (hard ball) on the east side
of the Far Diamond...pass to #53
- 53 & 54.....#53 runs to the waterfront where both participate in the
Craig Fuller Memorial Temper Tantrum Event...the canoe
obstacle...pass to #55
- 55.....Run from the waterfront to the first hole of the golf
course...pass to #56
- 56.....Chip 3 balls into the middle area of the 1st green from
a distance of 50 feet (maximum of 10 golf balls may be
used - all balls must be retrieved by the golfer)...
pass to #57
- 57.....From the 1st hole of the golf course, dribble a soccer
ball to the Red Field goal posts at the far end of the
field (south side)...ball must never be more than 15 feet
from dribbler...pass to #58
- 58.....Run from the Red Field down the road past the archery
range (not through the rifle path) to the long jump pit
next to the near diamond...long jump at least 10 feet
continue running to the high jump area near the horseshoe
and jump at least 3'4"...pass to #59
- 59 - 62.....From the high jump #59 runs to the waterfront where 59 - 62
participate in the Waupaca Clear Water Preservation Event
using pitchers, fill 2 garbage cans with water from deep,
blue Lake Stratton...pass to #63
- 63.....Run from the waterfront to the rifle range...pass to #64
- 64.....In less than 15 shots, hit the middle symbol on the ace
of clubs 2 times...pass to #65

65.....Run to the parallel bars between cabins 8 and 9...successfully participate in the STEVE SCHWARTZ MEMORIAL DIP EVENT do 3 dips...run to the beach...pass to #66

(TRAPPERS)

66 & 67.....ROWING OBSTACLE EVENT: Row around a bouy and back to shore changing positions in the boat on the referee's whistle... oars are changed also...pass to #68 at the top of the stairs

68.....Run from the beach to the 2nd hole of the golf course... then to the basketball court...pass to #69

69 & 70 (71).....TWO ON ONE EVENT: 69 and 70 play offense in a half court basketball game while 71 from the other team plays defense the offense must score 8 baskets, every other defensive shooting foul will count as a basket scored...(71 cannot be duplicated)...pass to #72

72.....Run from the basketball court to the Flickerball field around the archery range...pass to #73

73 & 74.....Play catch with a 16" softball while standing on opposite sides of the flickerball goal...all throws must go through the goal...six consecutive throws from seven feet out... pass to #75

75.....Run to the archery range, the long way - down the rifle range and around the near diamond backstop...pass to #76

76.....Make 5 consecutive arrows stick in the target...pass to #77

77.....Run to the volleyball court the long way - down the rifle path...pass to #78

78 & 79.....Volley a volleyball over and under the net in a circular motion 10 consecutive times...2 hits per side is permitted no carrying...pass to #80

80.....Run to the waterfront stairs - but first: touch the office, the Dining Hall, the Craft Shop, Cabin 15, and the door to the Infirmary (in any order)...pass to #81

(BLUE & WHITE WAR SPECIAL EVENT FOR 1976) - MEDICINE MEN

81 - 86 (87 - 89).....Six attackers try to sink a rowboat containing three enemy bailers...bailers must leave the boat on the whistle... pass to #90

(DRAVES)

90.....Run from the waterfront stairs to the Far Diamond backstop pass to #91

91 & 92.....Play pepper from a distance of 15 feet until the fielder makes 20 successful pick-ups...pass to #93

93.....Run to the beach: On the beach #93 does 50 sit-ups with #94 holding his legs (sit-ups must be done with hands behind head and legs straight)...pass to #94

- 94.....Run to the golf course and play 4 holes in 19 strokes or less...pass to #95
- 95.....Run from the 4th hole on the golf course around the tennis courts (counter-clockwise) and continue to the flickerball field...pass to #96
- 96.....From the circle, throw a flickerball through the goal 5 times on each side of the field (#97 retrieves each throw) pass to #97
- 97.....Run from the flickerball field to the near sideline on the Red Soccer field...crab walk across the Red Soccer field...then run the rest of the way to the archery range and touch the shelter...pass to #98
- 98.....From the archery range, run to the near diamond backstop and climb over it...continue to the archery range...pass to #99
- 99 & 100.....Volley a volleyball 20 times in succession over the net (each player returning to a spot behind a line drawn 5 feet from the net after each shot)...#100 then runs to the tee-pee...pass to #101
- 101 & 102.....THE DENNY N. BERG CUP CATCH: Each player must catch a tennis ball twice with a paper cup...1 of the 4 catches must be "between the legs"...pass to #103
- 103.....Run to the Red Soccer field down the rifle path...pass to #104
- 104 & 105.....#104 must kick 5 soccer goals past #105 from the other team #106 retrieves all goals (#105 may not be duplicated as he is following the relay of the opposition and his event may come at any time in relation to his own team's relay) pass to #106

(CHIEFS)

- 106.....Run from the Red Soccer field to CIT village...pass to #107
- 107 - 110.....THE FRANKGARGON HUMAN-DYNAMO FEAT OF SUPER HUMAN STRENGTH EVENT: Carry a picnic table around cabins 9-10 and back to the village...pass to #111
- 111 - 115.....#111 runs to the waterfront where all 5 participate in a CANOE RESCUE OPERATION: 111 and 112 with 113 as dead weight wearing a life jacket canoe out to a bouy...113 jumps out and remains at the bouy as 111 and 112 canoe back to shore using the same canoe, 114 and 115 will pick the man up at the bouy and bring him back to shore...pass to #116
- 116 & (117).....116 is standing on shore...#117 from the other team will be sitting in a boat about 30 yards from shore...he will throw a flickerball out into the lake from a sitting position...#117 will swim out to retrieve it...#117 may not enter the water until the flickerball has touched the water (#117 may not be duplicated as he is following the

relay of the opposition and his event may occur at any time in relation to his own team's relay)...pass to #118

118.....Run from the waterfront to the pitcher's mound at one of the baseball fields (1st team may choose the field it wishes to use)...pass to #119

(WARRIORS)

119 - 122.....THE LITTLE BEAVER SPECIAL: One boy pitches, one boy bats, one boy plays shortstop and one boy plays first base... either 4 consecutive times or a total of 10, the pitcher must pitch to the batter who grounds to the shortstop who relays to the first baseman...total time from the release of the pitch must not exceed 6 seconds...pass to #123

123.....Run from the diamond to the archery range and shoot a score of 20 for 5 arrows...pass to #124

124.....Run from the archery range around the perimeter of the golf course (counter-clockwise) and around the golf shed and the tennis fence and down the road and end up at the east side of the tennis courts...pass to #125

125 & 126.....Punt and catch a football 4 times (need not be in succession) from a distance of 20 yards...each boy must kick twice and receive twice...pass to #127

127 & (128).....#127 runs over to the tennis courts and must serve and win 10 points (he does not need to change service boxes unless he chooses to do so)...#128 from the opposition will be attempting to return all attempts...#128 may not be duplicated as he is following the relay of the opposition...pass to #129

129.....Run from the tennis courts to the field shack (first touching the Dining Hall, then the near diamond backstop, then the far diamond backstop)...in front of the field shack he passes to #130

130 - 132.....Volley a volleyball in a circle 20 times in a row...upon completion of the event, one of the three will run to the Red Soccer field and pass to #133

133.....Kick 6 rugby conversions from 10 yards out...kicks need not be made in succession...#134 will retrieve kicks... pass to #134

(SACHEMS)

134.....THE ARNIE FELDSTEIN WAUPACA MARATHON EVENT: Run the Marathon...pass to #135 at the basketball court

135.....Make 7 out of 10 free throws (or a total of 25)...#136 retrieves the shots...pass to #136

136 - 137 & (138 - 139)...#136 and #137 play offense in a half court basketball game against 2 members of the opposition...they must score 12 points...all shooting fouls are scored as 1 point for the

offense...other rules are explained later...pass to #140
who runs to the waterfront

- 140 & 141.....Canoe across the lake and back to shore...pass to #142
- 142.....Row a boat around a bouy and back to shore...pass to #143
- 143.....Run from the waterfront to the tennis courts...pass to #144
- 144 - 146.....Two tennis rallying events: THE STEVE LOWEY MEMORIAL
TENNIS LOBBING EVENT...two of the participants rally 20
consecutive times over the tennis fence...then all 3
rally 6 consecutive times over both of the tennis fences
pass to #147 at the horseshoe pit
- 147.....THE BOB MOWEN LUCKY TOSS HORSESHOE RINGER EVENT: Make a
ringer...pass to #148
- 148 - 150.....#148 runs to the flagpole area where all 3 will build a
fire and boil water over the top of a can...pass to the
Chief
- CHIEF.....DICK GARE MEMORIAL HIDDEN WASP NEST EVENT: Climb to the
top of the office and ring bell signifying victory in the
super duper relay for 1976.